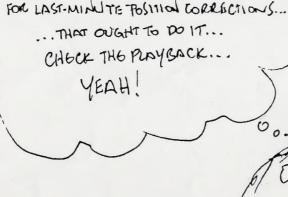
THE TWO BEHOLDERS

OKRY ... PICTURE CUES ARG AT ONE SECOND FIVE FRAMES FOR ZOOMSHOWED SIX SECONDSITEN FRANKS FOR END OF ZOOM AND TURN AND SEVEN SELDNDS, TEN FRAMES FOR END OF ZOOMUP. THAT CONVEYES TO 35; MOMO 270 FRAMES, LESS A 34 ARAMS DELAY QUES 1,156 AND 186 HRAMES. FOR THE INITIAL PARCE OF THE ZOOM THE X AND Y VANISHING POINTS MUST BY MID-SCREEN FAC TO THE PERCHT, THEN, AS THE TURN BEGINS ABOUT FRAME 30, USE A DOUBLE ENDED ACCELERATION TO SHIFT THE TITLE TO FINAL POSITION. DEPTH MOVE IS A PECELERATION FROM FROME 1 THRU 156, THEN AN ACCELERATION FROM 156 TO 186, - AH-MAKE THAT 176 AND TO A LIGHT-BOX SUBSTITUTION TO THE SINGLE"O" AND ANIMATE THAT OVER 177 THRU 186 ... USING THE 3-D MOD, OFFSET THE Z AXIS THE APPROXIMATE RADIUS OF THE INTEHOED CIPCLE. ROTATION OCCURS FROM FRAME 30 THRU 156 AND IS A QUIBLEGIDED ACCELERATION. HORIZONTAL OSCILLATOR IS APPLIED TO Z AXIS AND STACTS BENOING AT FRAME 30, ACCELERATES TO FRAME 78 AND DECELERATES THRU 156 ... SHOULD COMPENSATE SOMEWHOT FOR THE ROTATION EFFECTS... INTENSITY COMPENSATION EVERY TEN FRAMES USE INDIVIOUAL HORIZONTAL AND VEICTICAL ASSITION TO COMPENSATE AND HIT THE DESIRED ROSITIONS ... RESERVE THE AXIS CONTROLS

OKAY, DAVE,
YOU'VE ALMOST GOT IT

I'D LIKE THE LESTORING
TO START INTO THAT TURN A LITTLE
LATER... IT LOOKS NOW LIKE IT'S
STARTING TO TURN LIKE THIS
WHEN IT SHOULD SURT OF
'FOLLOW THE TRACK' LIKE THIS...
THE LAST PART OF THE TURN IS
GOOD RIGHT NOW, BUT THE
FIRST PART DEFINITELY NEEDS
A GENTLER 'FEEL'...



PF -79 -